Carl Vazquez

CG Modeller | Texture | Generalist | PreViz |Stereoscopics|

- **10 Years of experience in the VFX, Animation, Commercial fields with having worked on over 20 features from both staff and freelance positions in New York, Florida, and Los Angeles.**
- **Primarily a 3D Modeller, and Texture Artist, but I also have abilities, and knowledge in Comp, Stereo Comp, Rotoscoping, Lighting and Rendering, Rigging, Editing, Pre-Viz/Tech Viz, and Animation!**

Personal Info

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**Instagram**
beluga_one1

Website Main
www.carlvazquez.com

Drone Site
https://belugaone.com/

LinkedIn
https://www.linkedin.com/in/carlvazquez/

Skills

3D Modeling | Texture | Lookdev — ■■■■■
advanced

Maya — ■■■■■

Zbrush — ■■■■■

Substance Painter — ■■■■□

Sculpting 3D — ■■■■■
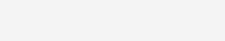
Nuke — ■■■□□
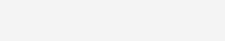
After Effects — ■■■□□

Premiere — ■■■□□

Rigging — ■■■□□

Animation — ■■■□□

Lighting — ■■■□□

PreViz — ■■■■■

Roto — ■■■■■

Unreal Engine — ■■□□□

Unity — ■■□□□

Key Shot — ■■■■■

Experience

2019-04 - 2019-04

Eight VFX
3D Modeler | Generalist
- 3D Modeling | Texturing Final Commercial Spots
- Maya / Zbrush Modeling/Texturing Substance Painter Hard Surface, for Final Commercial spots
- Vray Lookdev / Lighting / Shaders

2018-10 - 2019-03

Proof
3D Modeler | Generalist | Previz
- Feature film PreViz Modeling | Assets, Characters, Environments, Textures, Shaders, Lighting
- Real-time Maya, Substance Painter, Re-Skin, Lite Rigging
- Fast and Furious 9, The Mill : Apex Legends Spot 2

2018-03 - 2018-05

TNG Visual Effects
3D Modeler | Generalist | Blend-Shape Artist
- CG Modeling, Photogrammetry High- Resolution CG Models
- 3D Scanning, Digital Doubles
- Blend Shapes/ Hard Surface Maya / Zbrush

2018-01 - 2018-03

Eight VFX
3D Modeler | Generalist
- 3D Modeling | Texturing Final Commercial Spots
- Maya / Zbrush Modeling/Texturing Substance Painter Hard Surface, for Final Commercial spots
- Vray Lookdev / Lighting / Shaders

2017-07 - 2017-12

Proof
3D Modeler | Generalist | Previz
- Modeling Master Scene Ref files/ Maya/ Zbrush/ Photoshop / MeshLab
- Working closely with leads, producers, directors, and animators creating environment scenes for feature films
- Lighting and texturing PreVis/TechVis; exact real-world scale, following reference photography and blueprints of set locations.
- Meshlab for high-resolution Lidar scans, re-top / to clean usable meshes, hard surface modeling, organic characters ZBrush/texturing Maya/Zbrush.
- Assisting animators in keyframe animation, and camera layout.
- Shazam | Noelle | Escape at Dannemora | Venom

2017-02 - 2017-04

Legend 3D
Stereo Compositor
- Feature film Stereo Compositing tasks
- Stereoscopic Compositing, clean plate creation, roto| Nuke, Mocha Pro. Tracking
- Spider Man | Alpha | Pirates of The Caribbean : Dead men tell no Tales

2016-08 - 2016-10

Mousetrappe Studios
3D Modeler | Generalist |

Marmoset Toolbag

PBR Shaders

Vray

Arnold

- Disney Star Wars theme parks
- Compositing Tasks, CG Generalist tasks; After Effects
- Mocha, Nuke, Premiere Pro CC, Maya, Projection Digital

2016-04 -
2016-05

Third Floor

3D Modeler | Generalist | PostViz

- After Effects compositing | Kong Skull Island
- Maya for CG generalist work, proprietary software,
- PFTrack for 3D Tracking integration.

2016-01 -
2016-03

Mousetrappe Studios

3D Modeler | Generalist |

- Disney Star Wars theme parks
- Compositing Tasks, CG Generalist tasks; After Effects
- Mocha, Nuke, Premiere Pro CC, Maya, Projection Digital

2012-11 -
2015-07

Stereo D

Stereo Compositor | Depth Artist

- Creating highly detailed 3D depth mattes through propitiatory software and compositing them through Nuke.
- Using my artistic sense of vision and keen understanding of anatomy, perspective, texturing, and lighting to bring Hollywood films to life, and draw the audience closer into the cinematic experience.
- GI Joe 2 | Iron Man 3 | The Wolverine | Percy Jackson | Sea of Monsters | James Cameron's Deepsea Challenge 3D | Thor 2: The Dark World
- Captain America 2 | The Winter Soldier | Godzilla 2014 | X-Men: Days of Future Past | Guardians of The Galaxy | Teenage Mutant Ninja Turtles 2014 | Hercules 2014| Avengers Age of Ultron | San Andreas | Ant-Man| Jurassic World |

2010-11 -
2012-09

Digital Domain

3D Artist

- Created highly advanced stereoscopic conversion images for two years by creating 3D models with fully tessellated meshes, into stereo space.
- Also worked on many major motion picture film tests*. Some involved leading a team of stereo artists on key vital shots that were to award all CGI effects, and stereo work from an undisclosed film.
- Helped relocate 300 artists to a new studio, set up workstations, and assisted artists.
- Transformers | Smurfs | God of War Ascension | Maleficent |

2009 -
2009

Galaxy 61 Animation and Design

3D Generalist

- 3D Modeling, full 3D background sets modeled, textured, rendered and lit using mental ray and Maya,
- Photoshop for 2D UI game layouts, as well as After Effects for 2D tracking, compositing, and managing of render farm files.

Education

2006-05 -
2009-05

School of Visual Arts

- BA | Computer, Art, Animation, and Visual Effects